

werepigs are not only physically powerful, but also possess incredible stamina, allowing them to fight for extended periods of time without tiring.

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Vulnerabilities

Like other therianthropes, werepigs are generally resistant to traditional weapons made of steel, but they are particularly vulnerable to silver. They are also vulnerable to cursed oil and fire but werepigs have also a few other weaknesses that can be exploited by their enemies.

Firstly, werepigs are vulnerable to certain types of magic. Specifically, spells that target their heightened sense of smell can be particularly effective. This is because werepigs rely heavily on their sense of smell for tracking prey and navigating their environment, so disrupting this sense can disorient them and make them more vulnerable to attack.

Another weakness of werepigs is their vulnerability to certain types of poisons. While they are naturally resistant to many toxins, there are some poisons that can cause significant harm to werepigs, such as Zangvebarian ricin, brucine, and lycorine, to name a few. Unlike weredogs, wolfsbane, as it is obvious, doesn't affect them. These poisons often target their powerful digestive system, capable of breaking down even the toughest of foods. By targeting this system, poisons can weaken werepigs, making them more susceptible to attack.

Finally, werepigs are vulnerable to certain environmental factors. Specifically, they are sensitive to extreme temperatures, both hot Classification Cursed Ones **Species** Therianthrope Subspecies Similar to werewolves and weredogs, there are rumors of a hybrid between a werepig and a wereboar. However, these are merely speculations, as much remains unknown about how therianthropy functions in all its variations **Physiology** Height Werepigs, akin to werewolves, typically stand at an average height of 7 feet when transformed into their halfpig forms Length Werepigs typically exhibit an average length of 6 to 8 feet in the case of males and 5 to 7 feet for females when transformed into their halfpig forms Male werepigs might weigh between 300 to 500 pounds or more, while female werepigs may have a weight ranging from 200 to 400 pounds Eyes **Ecology** Lifespan Between 30 - 40 years Intelligence Werepigs exhibit human-like intelligence. However, like other therianthropes, their behavior may still be influenced by their animalistic instincts. especially when they transform into their full-Nature Tend to avoid confrontation but may act aggressively if threatened Range Commonly found in the Northen Kingdoms and Nilfgaard Habitat Urban areas, but werepigs may also inhabit other environments as necessary

and cold. Exposure to extreme heat or cold can cause werepigs to become sluggish and disoriented, making them more vulnerable to attack. Additionally, werepigs are sensitive to bright light, which can temporarily blind them and make it difficult for them to see their opponents.

Diet

Omnivorous

Behavior

Werepigs are most commonly found in urban areas. This is because werepigs are able to blend in more easily in cities, taking advantage of the many abandoned buildings, alleys, and other secluded areas where they can hide and avoid detection. These areas provide

ideal hiding places for werepigs, who are known to be secretive and cautious creatures. They often emerge from their hiding places only when it is safe to do so, typically at night when there are fewer people around to observe them. This means that sightings of werepigs are relatively rare, and many people are unaware of their existence.

When it comes to their behavior around humans, werepigs tend to be cautious and avoidant. When they are in their human form hiding between normal people, one can detect a werepig, because tend to be reserved and introverted, keeping to themselves and avoiding social interactions. In the animal or half - animal for, they may hide or flee when confronted with human presence, and are generally not aggressive towards humans unless provoked or threatened. However, werepigs can become dangerous if they feel that their territory or safety is being threatened, and may attack if they perceive a human as a threat.

In terms of their social behavior, werepigs are primarily solitary creatures. However, they may form small family groups or even larger packs in rare cases. These groups are typically formed around a dominant male or female, who assumes a leadership role and helps to maintain order within the group.

Despite their social tendencies, werepigs are highly independent and do not rely heavily on social interaction to survive. They are perfectly capable of living alone and taking care of themselves, and will typically only form social bonds if it is beneficial to their survival or reproductive success.

Sexual dimorphism

In contrast to lycanthropy, individuals affected by suscrofathropy or born with it undergo distinctive transformations into full or half-pig forms, showing pronounced gender-based differences. Male werepigs typically manifest a larger and more robust build, characterized by broader shoulders and a muscular physique. However, exceptions exist, as some members may, in their half-pig form, bear a resemblance to chubby pigs, as observed in a member of the <u>Grimm gang</u> in <u>Redania</u>. Additionally, male werepigs exhibit more prominent tusks.

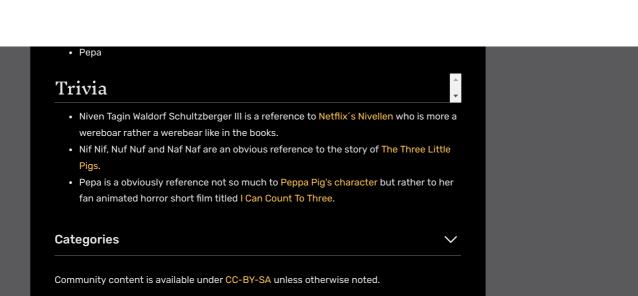
Conversely, female werepigs often display a more streamlined physique, with a focus on agility and speed. Their shoulders may be narrower, emphasizing flexibility, and their tusks tend to be smaller and more refined compared to their male counterparts. However, exceptions exist among females as well. One notable exception was Pepa, a female werepig from Toussaint, who was larger and stronger than a typical female werepig. Her appearance, described by those who saw her transformed before her death, was "grotesque," approaching that of her male counterparts, if not surpassing it. Some people theorize that this was because she had an intense "version" of the curse affecting her.

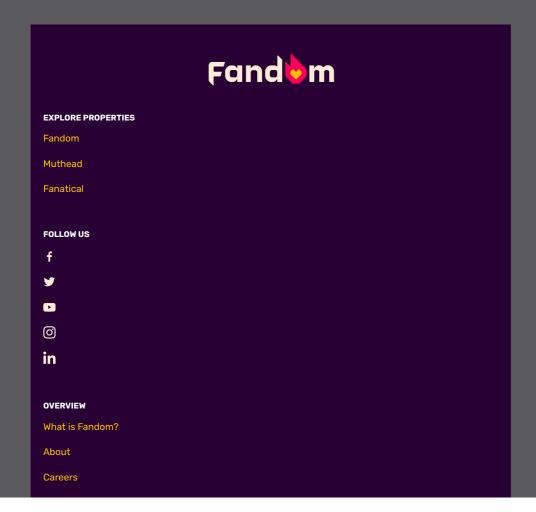
Transmission of the Disease

It is believed that there are four ways in which one can acquire suscrofathropy. The first and most common method like other therianthropes is through a curse. The second way is by inheriting the condition from a werepig parent, and the third method of acquiring suscrofathropy would be through a werepig bite and the fourth and last way is by eating werepig flesh. Unlike other variants of therianthropy, this disease can affect not only humans and panhumans (elves, dwarves, gnomes, etc.) but also other creatures, such as trolls. It is believed that the famous three werepigs known as Nif Nif, Nuf Nuf and Naf Naf Naf were originally trolls.

Famous Werepigs

- Darom
- Fare
- Naf Naf
- Nif Nif
- Niven Tagin Waldorf Schultzberger III
- Nuf Nuf





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